



Dino
Dino

USER MENU

VER.Aa

ASTRO CORP.

36PIN AND 10PINS

PARTS SIDE		SLODOR SIDE	
VIDEO RED	1	VIDEO GREEN	
VIDEO BLUE	2	VIDEO SYN	
SPEAKER	3	SPEAKER	
	4	GROUND	
	5		
	6		
TICKET OUT BUTTON	7		
*TICKET NOTCH(DISPENSER)	8		
START	9		
ODDS	10		
PLAY	11		
TAKE	12		
DOUBLE	13		
	14		
	15		
AUTO	16		
	17		
COIN IN SWITCH	18	KEY IN SWITCH	
	19		
ACCOUNT SWITCH	20	TEST SWITCH	
HOPPER PAY BUTTON	21	KEY OUT SWITCH	
	22	HOPPER SWITCH	
COIN IN COUNTER	23		
KEY IN COUNTER	24	HOPPER SSR	
	25		
	26		
HOPPER COUNTER	27		
KEY OUT COUNTER	28		
START LAMP	29	TICKET SSR	
ODDS LAMP	30	ERROR LAMP	
PLAY LAMP	31	WIN LAMP	
TAKE LAMP	32		
DOUBLE LAMP	33		
AUTO LAMP	34		
	35		
GND	36	GND	

PARTS SIDE		SLODOR SIDE	
GND	1	GND	
GND	2	GND	
+5V	3	+5V	
+5V	4	+5V	
+12V	5	+12V	
+12V	6	+12V	
1*TICKET DISPENSER ENABLE	7		
2*HOPPER SSR	8		
GND	9	GND	
GND	10	GND	

*1 This pin is normal low. When it enable is +5V

*2 This pin is connected with the solder side 24th pin of connector 36 pin

JAMMA (28 PIN)

PARTS SIDE		SOLDER SIDE	
GND	1	GND	
GND	2	GND	
+5V	3	+5V	
+5V	4	+5V	
	5		
+12V	6	+12V	
	7		
COIN IN COUNTER	8	HOPPER COUNTER	
KEY IN COUNTER	9	KEY OUT COUNTER	
SPEAKER	10	SPEAKER GROUND	
KEY IN SWITCH	11	HOPPER PAY BUTTON	
VIDEO RED	12	VIDEO GREEN	
VIDEO BLUE	13	VIDEO SYN	
GND	14	TEST SWITCH	
ACCOUNT SWITCH	15		
COIN IN SWITCH	16	ERROR LAMP	
START	17	START LAMP	
TICKET OUT	18	TICKET SSR	
BUTTON	19	WIN LAMP	
ODDS	20	ODDS LAMP	
TAKE	21	TAKE LAMP	
DOUBLE	22	DOUBLE LAMP	
PLAY	23	PLAY LAMP	
AUTO	24	AUTO LAMP	
*TICKET NOTCH(DISPENSER)	25	KEY OUT SWITCH	
HOPPER SSR	26	HOPPER SWITCH	
GND	27	GND	
GND	28	GND	

BOOK KEEPING AND ADJUSTMENT

BOOK KEEPING AND ADJUSTMENT :

1. Press "TEST" and get into the Book Keeping and Setting page, then press "DOUBLE UP" to get into the Book Keeping page, follow the instruction that shown on the screen and select the item.
2. Press "BET & START" buttons will clear the daily record.

SYSTEM :

1. Press "TEST" and get into the Book Keeping and Setting page, press "START" then enter 4 numbers of passwords.
2. If the password is correct will into the setting page then follow the instruction that shown on the screen and select the item.
3. Press "PLAY" & "START" will reset the data.
4. Press "ODDS" & "START" for returning to the factory default.

SYSTEM SETTING :

CODE TYPE	0	1	2	3	4	5	6	7
CODE	0	2215	0621	5806	0422	8015	6680	5888

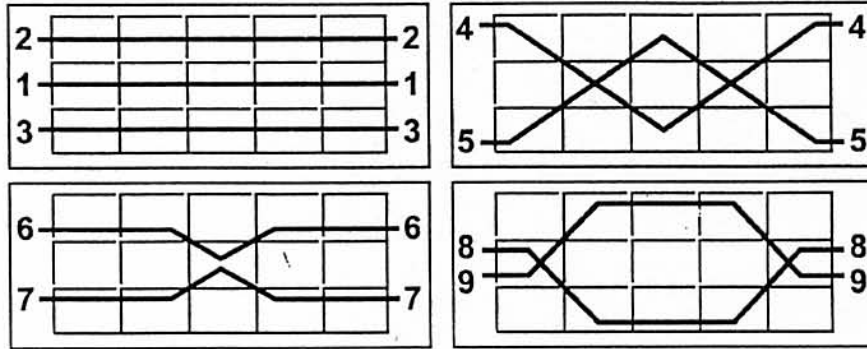
SYSTEM SETTING

ITEM	RANGE
1	COIN IN/CREDIT 1,2,4,5,10,15,20,25,50,75,80,100,200,500
2	KEY IN/CREDIT 1,10,15,20,25,50,75,100,300,500,1000
3	COIN OUT/CREDIT 1,2,4,5,10,15,20,25,50,75,80,100,200,500
4	KEY OUT TYPE AS COIN IN , AS KEY IN , CLEAR ALL
5	TICKETOUT/CREDIT 1,2,4,5,10,15,20,25,50,75,80,100,200,500
6	CREDIT LIMIT 5000 , 10000 , 20000 , 30000 , 40000 , 50000,100000 , 990000
7	MAX. PLAY 9,18,27,45,81,90,135,180
8	MIN. PLAY 1,9,10,18,27,45,81,90,135,180
9	MAINGAME RATE 91% , 92% , 93% , 94% , 95% , 96% , 97% , 98% ,
10	WIN RATE HIGH , NORMAL , LOW
11	DOUBLE UP YES , NO
12	WINNING TYPE INTO CREDIT · INTO SCORE
13	JP MIN PLAY 9 , 18 , 27 , 45 , 81 , 90 , 135 , 180
14	POKER JP PROGRESSIVE SPEED NO · 1/30 PLAY — 1/110 PLAY
15	MAX. VALUE OF DINO JP 2000,3000,5000,10000,15000,20000,25000,30000,40000,50000
16	MIN.VALUE OF DINO JP 500,1000,2000,3000,5000,8000,10000,12000,15000,20000
17	FRUIT JP PROGRESSIVE SPEED NO · 1/30 PLAY — 1/110 PLAY
18	MAX.VALUE OF LINER JP 2000,3000,5000,10000,15000,20000,25000,30000,40000,50000
19	MIN.VALUE OF LINER JP 500,1000,2000,3000,5000,8000,10000,12000,15000,20000
20	PAYOUT TYPE PAY ALL , PRESS TO STOP
21	GAME COUNT YES , NO
22	AUTO PLAY YES , NO
23	BOOKKEEPING YES , NO
24	ODDS TABLE YES , NO
25	SPIN / FLIP MODE PRESS TO STOP , AUTO STOP
26	DEMO SOUND YES , NO
27	WINNING MARK SLOW , NORMAL , FAST
28	SCORE BOX YES , NO
29	10X FEATURE ON,OFF

HOW TO PLAY

Main Game :

1. 15 reels-9 lines style, check the pay-line as below.



Happy Hour :

Any vertical liner with pink dino symbol could enter the Happy Hour bonus round for 45~90 seconds.

Free Game :

When the 4 corners formed with pink dino symbol could enter the free game for 10 times.

Sub-game of Lamp Running Game :

1. In the fruit game, when player gets 3 "Lamp Game" symbol or more could enter the Lamp Running Game for 3, 5 or 7 times.
2. There are 3 reels in the middle and 16 lamps around the screen in the Lamp Running Game. When the symbol of middle reels stop and were correspondent with the hit lamps will get the prize of it.

Missile : When the lamp hit the missile symbol will shoot the lamp for twice and give the prize for the lamps that has been shot.

UFO : When the lamp hit the UFO symbol will shoot the lamp for 3~6 times and give the prize for the lamps that has been shot.

Joker : Joker can substitute as any card, the computer will calculate and give the best prize to the player automatically.

Bonus x 10 : When the middle reels are formed in all the same card, the prize of the hand will times 10.

Dinosaur :

Blue dino : Occasionally, the blue dino will show up in fruit game. When blue dino shows up will eat then transform different symbols into the same one.

Pink dino : When the pink dino shows up then the program will give another spin for the pink dino to increasing the hit frequency.

Liner JP :

1. When the player gets 3 or more JP symbols lined up a line could get the 1/4 or more of the fruit JP values.
2. The fruit JP will accumulate by the betting and the initial value, Max. value and accumulating speed of JP. All these parameters could be adjusted in system setting.

Dino JP :

1. When the player gets 3 Pink dino symbols line up a line could get 1/4 of the Dino JP Bonus. When the player gets 4 Pink dino symbols line up a line get 1/2 of the Dino JP Bonus. When the player gets 5 Pink dino symbols a line get all of the Dino JP Bonus.
2. The Dino JP will accumulate by the betting and the initial value, Max. value and accumulating speed of JP. All these parameters could be adjusted in system setting.

Double Up Game :

1. The player and computer will get three cards and choose one to see who is the winner.

Elephant > Cat > Mouse > Elephant

2. In the double up game, if player passed 5 times even with computer accumulatively could open the above doors for special prize.
 - A. There are 5 doors, 4 of them contain a prize from 1 to 50 times of bet and the other one is an animal symbol inside.
 - B. The player could choose any door to start. If the door opened with prize inside then can go for the next one until hit the animal symbol.